

Welcome to Planet Aeres, a fantasy world of giant floating islands floating slowly in an endless sea of clouds. As a result of a monstrous war, the planet was broken into pieces, and those few who managed to survive had to somehow settle on its rubble. You are one of the wandering representatives of this surviving race. They know no peace and spend their lives in search of adventure.



You have to travel on a flying island through a wonderful world, look for magical artifacts created in time immemorial by representatives of a mysterious ancient culture, fight with rivals and terrifying monsters. What surprises does fate have in store for you? There's only one way to find out! So the adventure begins...

History of the planet Aeres

Today no one remembers what actually started the war. Some legends speak of a conflict between the architects and the guards, while others say that the architects and guards allegedly fought side by side against the skrit, an ancient race of insect-like creatures that appeared from nowhere on the planet Aeres and began to destroy it.

Be that as it may, no one managed to win. Both sides used weapons of monstrous power, and as a result the planet was split into pieces.



Some cranks believe that the fragments of the former planet Aeres are kept at a relatively close distance from each other solely due to the coordinated efforts of the guardians. However, this is also just a legend - the same as the legends about ancient architects who supposedly had no equal in the Universe.

However, even today, many years later, real evidence of the amazing abilities of the great architects can still be found - their magical artifacts.

These remnants of a once thriving culture are extremely highly prized by the few inhabitants of Aeres who managed to survive the disaster. They call themselves vagabonds - restless wanderers wandering in search of the treasures of ancient civilization.

So, the architects and guards left - either into legends, into the irrevocable distance of the past, or into some other place inaccessible to mere mortals. There are only vagabonds left in the world. Their only goal is to restore the lost knowledge of the ancients...

Gray market

During the game you will visit this "center of the world" several times. We advise you to examine everything very carefully - you can find many useful things there... In the Gray Market there is a store of artifacts of Trevain, the owner of the market. If he likes you, he will provide invaluable assistance...



Zodchie

These are the last descendants of the oldest race in the world. They store now forgotten technologies and have almost magical abilities. If you can win their favor, they will help you complete the tasks ahead of you. However, for architects, tramps are just pawns in their big game...

Basalt, the great architect

Basalt is one of the most powerful architects. Because of the amazing technology that the architects own, tramps consider them almost sorcerers. The architects' assistants are the guards, commanded by Seraphim. A race of insect-like Skrits, together with their queen, are under the control of a special machine designed by the architects. Many years ago, the guild of architects sent Basalt into exile on the lowest level of Aeres; He is now there under guard protection. However, if one day you find him and help him escape...

Trevain, Master of the Gray Market

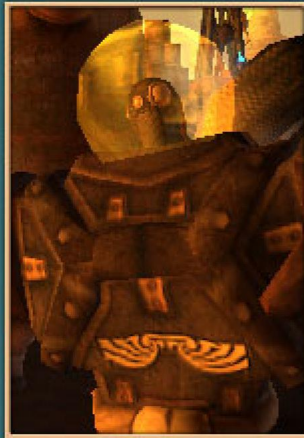
Returning from a voyage across the Sea of Flame with a cargo of artifacts from the great architects, Trevain founded the Gray Market, a neutral zone on the lower level of Aeres. Within a few years, the Gray Market became a city. Many vagabonds have settled there and now live under the protection of powerful fortifications. In the center of the Gray Market



Trevane's artifact store is located. You can find and buy there almost any artifacts, both ancient and new... if, of course you have money.

Trevane trades not only in artifacts, but also in cars; he's glad help homeless people in trouble. For example, if you need to repair car or island, Trevane is at your service - at a reasonable price...

Seraphim, leader of the guards



Seraphim was born on the third tier and lived in a city of machines founded architects, but many years ago moved to the lowest tier Aeres. Now his main task is guard Basalt. Seraphim patrols the borders of the guard zone on heavily armed "flying" fortresses"; are under his command several squadrons of fighters.

Fighters "sharks". guards called light.

The Guardian's barrage airships are filled with explosive gas. They are very easy to destroy, but if your island collides with such a flying bomb, there will be little left of him!

Skrits

If you encounter these insect-like creatures, you will have only two options - run headlong or fight to the death. They immediately attack all people who come into their sight, and do not know pity; So If you are planning to look into their territory, we advise you to be properly prepared.

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attack anyone who comes within range. They spit deadly poison, and in close combat they attack tirelessly, not caring about their own lives. In the open you can easily defend against them with the help of combat spells, but if they manage to drive you into a corner, things can end badly.

Destroy skrit nests and incubators wherever you find them - this is the only way to avoid constant attacks from more and more enemies.

Volatile Skrit are those that have reached the next stage of development. Their length is from 9 to 15 meters, they are fast, deadly and extremely aggressive. Only an instant reaction will help you survive the battle with the horde of these creatures.

Queen of the Skrits

Not much is known about this creature, ruler of the merciless hordes of insect-like creatures; however, ancient legends are full of chilling stories. After the Skritan wars, architects built a city of machines, in which the Skritan queen is currently imprisoned under the protection of giant mechanisms.



Don't forget that Aeres is full of surprises, and who knows what exactly awaits you along the way... We advise you to be prepared for anything!

These three tramps met at the Gray Market. Three friends - wanderers, wanderers, adventurers. Susie, Goliath and John. Not a single person in the world could compare with them in dexterity, intelligence and courage...

At the beginning of the game, you will have to choose one of these three heroes, on whose behalf you will play. Attention: once you start the game, you will not be able to replace your character. If you want to play on behalf of another hero, you will need to start over at first.



Goliath, warrior

This colossus has the most powerful weapons. But keep in mind: to use its capabilities correctly, you will have to practice a lot! Choose Goliath if you think you can handle any task.

John, engineer

He is fluent in the techniques of the old masters. The buildings he built are a combination of ancient high technology and brilliant improvisation. He has excellent skills in using any machines and equipment, as well as artifacts with combat spells.

Susie, mag

The plants of Aeres serve as models for her buildings. The technology Susie uses combines elegance and power; she specializes in sparkling energy spells. By choosing Susie, you will get the perfect combination of sophistication and strength.

Your island

Your flying island is your home, your fortress. With the help of magical artifacts, you can turn it into a flying warship - erect weapon towers, build hangars, energy collectors and other buildings. Buildings can only be built on your own island.



As you travel through the world of the vagabonds, you will find amazing magical artifacts left over from the ancients. They can either be simply found and picked up, or obtained by destroying enemy buildings.

Architects' artifacts

The ancient knowledge of the great architects is stored in magical artifacts; they can be found everywhere. These are the most valuable things in the world of vagabonds, since they provide the opportunity to use unique technologies of antiquity. The energy matrices of some artifacts contain buildings that you can build on your island. Other artifacts allow you to replenish your energy reserves or expand the capacity of your artifact belt.

Some artifacts contain combat spells; they will help your character defend against enemies outside of his island. In the world of the rogues there are many artifacts with various combat spells; if you try, you can find them everywhere.

Dwellers of Aeres

While traveling through Aeres, you will meet a variety of people - vagabonds, adventurers and traders, enemies, potential allies. You can exchange artifacts with them to equip and arrange your island; you can buy new ones spells.



Talk to people and you will learn a lot of interesting things. However, remember: some may be distrustful and even hostile... Sometimes people on Aeres shoot first and ask questions later; so if a squadron of fighters or a flying fortress suddenly appears near your island, beware... Well, it's time to go, vagabonds!

arrows . When approaching the edge of the island, the character will automatically stop, so that he will accidentally fall into the abyss not a threat.



If your hero needs to overcome an obstacle (for example, cross a chasm), he will have to jump. If press **right button** **mice** . when the character stands still, he will jump high. These are the best jumps suitable for overcoming obstacles that are directly in front of you. For example, if a character cannot run up on the stairs, you can simply jump to the top step. If you press the right mouse button while moving, The jetpack engine will turn on for a short time and the hero will jump long. Remember to change direction Jumping in the air is impossible, so try not to jump into the abyss.

Vital energy

The green health indicator in the upper left corner of the screen shows how much vital energy your hero has left. Each damage received takes away a certain amount of energy from him. If life energy runs out - you lose. In this case, you will have to go through the level from the very beginning or load a previously saved game.



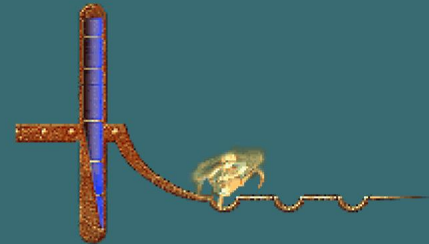
As long as your character remains on his own island, his life Energy is automatically replenished from the island's energy. After the examination new islands (or if you are attacked) return to your island - and The character's vital energy will be restored.

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There are rumors that the architects created artifacts that increase the supply of vital energy. Is this true or fiction?
who knows...

Island energy and artifact belt

The indicator at the bottom left of the screen shows the total energy reserve of your island. The island's energy is spent on the construction, repair and operation of buildings. For example, a hangar can only build an airplane if there is enough energy available.

A belt with artifacts is displayed on the screen next to the island's energy indicator. On it you can see all the artifacts that you currently have with you. If there are no free slots left on the belt, new artifacts cannot be collected. There are artifacts that increase the capacity of the belt.



Jetpack

Your hero has a jetpack, with which you can fly through the air over fairly long distances. The backpack requires fuel, which can be found on some islands, and in the most unexpected places. As soon as you take the fuel cylinder, the backpack will be automatically refilled.



To turn on the backpack, press and hold the flight direction you can use **mice** **OR** **right mouse button** **OR** **arrow keys** ; your character can now fly. Change



You can fly through the air for as long as you like, but remember: your backpack is only valid for within a certain radius from your island. The distance you are away from islands (horizontally and vertically), marked by perpendicular scales at the bottom right side of the screen. If you fly too far, your fuel will run out and your character will fall into the abyss!

Attention: be careful! More than one tramp has found himself in a hopeless situation, having flown away far from your island and having lost orientation in space. If you're not sure where your island is located, try to navigate using the scales.

Object management

Some objects on your island can be controlled directly, without the help of the building menu. For example, if you have weapon turrets, you can instantly "enter" them (no matter where you are at the moment) and control the weapon manually. Press the key several times in **[Tab]** until you hit the desired tower. At the same time not requires physically moving your character anywhere.

Attention: the key on **[Tab]** Only applies to buildings on your own island. Some buildings other islands can also be used; however, to do this you need to approach them and bring up the building menu on the screen.

Weapon turret management

After you have taken control of the tower (by selecting the "Manage" command in the building menu or by pressing the **[Tab]**), you can control the weapon directly (this also applies to automatic weapon turrets). Weapon turret can be rotate and change the angle of inclination of the implement (using **mice** **OR** **arrow keys**). To shoot, press **left mousebutton**



When you take control of the turret, a crosshair appears on the screen. Armor indicator in the upper left part of the screen shows the safety margin of the weapon turret. The more damage is done to it, the less armor remains. The island's energy meter at the bottom left of the screen still shows the island's total energy. For firing a weapon turret requires a minimal amount of energy. However, if the energy reserve reaches zero, you you won't be able to shoot.

As soon as an enemy is within the range of the gun, the target recognition system is automatically activated - An orange crosshair appears on the screen and follows the target. The guidance system automatically locks on to the easiest target to hit.

If the weapon tower you control is destroyed, the camera will automatically switch to your hero. You You can "exit" the weapon tower at any time by pressing

right mouse button

Aircraft control

If you have built a hangar on your island and the island has enough energy, the hangar will automatically will start building a plane. Each hangar can build one type of aircraft. If the plane is destroyed, the hangar will automatically start building a new one. Upon completion of construction, you will be able to fly the plane: to do this, click key **[Tab]** or use the hangar menu.



Attention: as soon as an enemy is within the range of the aircraft, the aircraft will automatically fly out of the hangar and attacks him. If the enemy is destroyed or is out of range, the plane will return on its own to the hangar. If you don't want planes to attack enemies automatically, you need to turn off the hangar; use the "Shutdown" command in the hangar menu.

When you board the plane, the appearance of the screen changes. The indicator at the top left of the screen shows the safety margin aircraft, the indicator in the lower left part is the total energy reserve of the island. To fly faster, press and hold **right button** **mice** ; To quickly accelerate the plane, quickly press it twice.

Warning: Every time your planes take off, remember to monitor your overall energy level islands. The enemy can take advantage of your absence and attack him.

You can "get off" the plane at any time; To do this, just press the or key and thus return to any building or to your base. The plane will continue to fly on autopilot.

[Tab]

Just like the jetpack, the plane can only fly within a certain radius of your island. How

Once you reach the limit, the word "Danger!" will appear on the screen. and a warning signal will sound. If you fly further, the plane will spin out of control and crash.



Attention: while you are on the plane, your belt with artifacts is also displayed on the screen; that is, artifacts can be collected during flight. Some artifacts can only be reached by air, so we advise you to carefully examine each game level!

The knowledge and experience of the great architects of antiquity are embodied in artifacts. These are the most valuable things in the world. Architects' technology is so high and perfect that many tramps consider these artifacts to be magical. You can find great the number of different artifacts scattered throughout the islands.



If your character comes close enough to the artifact, it automatically falls on the belt with artifacts - when provided that there is a free cell on the belt. At the start of the game, your character can carry up to three artifacts at a time; V In the future, you may be able to find special artifacts that increase the capacity of the belt. However, until this will not happen, we advise you to carefully weigh what exactly you should take.

To make room for new artifacts, you can get rid of old ones by pressing the key. However, be [Shift]
Be careful: the artifacts are not assigned to the islands in any way. So if you get rid of the artifact when your combat
The island ship is moving, it will be lost forever!

To "open" the artifact belt, press . Be careful: the game does not **left button** **mouse**
pause mode - and your opponents can take advantage of the moment and attack you! To select artifacts, use
arrow keys **left button** . To activate an artifact, select it (the name of the artifact will appear on the screen) and
click **mouse** . To "close" the belt with artifacts, click **right button** **mouse**

For some artifacts, a number is displayed on the screen indicating their level. For example, the weapon turret of the second level, compared to the same tower of the first level, it has an additional barrel and can fire automatically.



Blue artifacts are “reusable”. But you can use red artifacts just one time. After the destruction of activated artifacts of this type, they disappear, so we recommend choosing the moment to use them carefully!

The activated artifact immediately performs its function - but provided that you have there is enough energy. During your travels you will find many artifacts; new buildings are contained in the energy matrices of the most valuable ones.

Building artifacts

To construct a building contained within an Artifact Matrix, your character must be located on your own island. In addition, you must have sufficient energy and The island must have a site of suitable size. If one of these conditions is not is executed, a corresponding message will appear on the screen.



If there is enough energy to activate the artifact, the camera will switch to construction mode. You will see your island bird's-eye. With the help of Some of the mice OR arrow keys select a site to build a building. buildings (for example, an observation tower or a hangar) can only be built in a certain place on the island; other (for example, weapon towers or power units) can be built anywhere.

Attention: we advise you to carefully consider where exactly it is best to place your guns, because you can be attacked from any side.

If the weapon turrets are placed correctly, you can easily repel a surprise attack from the rear (by moving from tower to tower using a key **[Tab]**).

Having chosen a place for construction, activate the artifact by pressing **Left button** . The camera will follow your character, and the building will be automatically constructed (the artifact is transformed into an object contained in its matrix).



Attention: if your hero is standing on a site suitable for construction, such a site is considered blocked. To use it, the hero must first be taken aside.

Buildings can perform their functions only after the “materialization” process is completed. Automated buildings (for example, hangars) will begin to operate as soon as construction is completed.

Never forget to replenish your energy supply. Energy collectors should be built on the island, because without energy, not a single building will work. Hangars will build planes, and cannons will only fire if available enough energy.

Attention: unnecessary buildings can be demolished (for example, if you need a specific site for construction or there is not enough energy to use other buildings). To demolish a building, use the "Destroy" command in buildings menu.

Attention: before experimenting with new artifacts, make sure that your island is well protected from attacks opponents. If your energy supply runs out, even the cannons will stop firing - and you will find yourself completely

Artifacts with combat spells

In order for your hero to protect himself from enemies while exploring other islands, you need to find and activate an artifact with a combat spell. The character carries activated combat artifacts in his right hand.

An artifact with a combat spell is activated automatically as soon as it lands on the belt. The game has artifacts with different combat spells; To use one or the other, you need to select it on the artifact belt and activate it.



As soon as a combat artifact lands in a character's hand, it is ready for use. To cast a spell. In this case, a certain amount is energy key; when the artifact's energy runs out, the artifact **[Ctrl]** consumed each time ("shoot" from a combat artifact), press the dissolves and disappears.

Your island is your warship, your fortress. Its power is determined by the structures erected on it. During In the game you will use a variety of buildings.

Note: Each of the three playable characters builds buildings in their own unique style. Below are images of buildings characteristic of Susie.

Lighthouse



The lighthouse is the heart of your island. If it is destroyed, you lose (game ends). Therefore, in the event of an enemy attacks, the beacon must be protected first and any damage caused to it must be promptly repaired.

observation tower

While in the observation tower, you can choose your travel route and control the flight of the island. If at the moment There are several navigation points available, you can select the desired one using . By selecting or arrow keys navigation point, click on any available left mousebutton - and the island will fly to her. You can move freely between waypoints or stop the island altogether.



Every time a new navigation point becomes available to you, a corresponding message appears on the screen.

Attention: at some levels, several navigation points will be available to you at the same time (they are numbered).
You need to “go” to the observation tower, select a navigation point and press to confirm

left button

mouse

Weapon Tower



With the help of weapon towers you can defend your island from enemies. When choosing sites for construction, make sure that buildings are not in the line of fire; Don't forget to also protect yourself from attack from the rear. Proper placement of weapon turrets is the key to success in battles.

Attention: Level 1 weapon turrets are controlled exclusively manually; they will not shoot at their enemies themselves. Therefore, do not leave your island unattended for long unless there are level 2 or 3 automatic weapon towers built on it!

Energy collector



These mini "power plants" produce energy. Without energy, you will be helpless, since you will not be able to build new buildings or even use existing ones. You should always have at least one functioning energy collector and constantly replenish the island's energy supply. However, remember that building an energy harvester also requires energy; Only the first level "power plant" can be obtained "for free".

Bunker



Bunkers are also “power plants,” but based on a different principle of operation. These plants extract hard coal and burn it in furnaces. If there is a coal deposit within the bunker's range, it will automatically release a flock of screw-type collector probes that will collect and deliver coal. But be careful: if the probes start mining coal in enemy territory, this may cause an attack on your island.

Power unit



Power units are "warehouses" of energy. Each new power unit increases the energy capacity of your island; in other words, your energy collectors and bunkers will be able to store more energy. Until at least one power unit appears on your island, you will not be able to build many very useful structures.

Hangar



Hangars are automatic factories for the construction of aircraft. If your island is attacked, the plane will fly out of the hangar on its own and attack enemy targets within range. If an aircraft is shot down, the hangar will immediately begin producing a new one (subject to the availability of the required amount of energy). You can also control the plane yourself: to do this, you need to use the key or the "Control" command in the hangar menu.

[Tab]

Attention: you can use an airplane to pick up artifacts - just fly over them. The artifact will be automatically sent to your belt.

Artifact press

You will find the Artifact Press in the Gray Market. With its help, you can improve artifacts - combine them in different combinations to get something better as a result. You will have to look for possible combinations through trial and error. Place any two artifacts in the press and maybe you will get lucky...



To use the artifact press, move your character to it and bring up the press menu with **left mouse buttons**. Select the first artifact to put into the press (using **mouse** OR **keys** with **left mouse button**) and press again **left mouse button**. Then select the second artifact (same as the first one), again click **mouse button** to turn on the press, and after a while you will see what happened...

Attention: if you put a blue reusable artifact in the press together with a red (disposable) artifact, then the new "synthesized" artifact will be disposable. On the contrary, two blue artifacts give the output also blue (reusable) artifact.

If the combination is successful, a new artifact will come out of the press that can be used. For example, from Two weapon tower artifacts of the first level can get one weapon tower artifact of the second level.

If the artifacts you selected are incompatible, they will be thrown out of the press. Try something new combination.

Attention: we advise you to find an artifact press as soon as possible - then you can experiment to your heart's content with creation of new artifacts.

Artifact Safe

Artifacts can be placed in this safe if there are no free slots left on the belt. Bring your character to safe and press to display **left button** menu. To get an artifact from the safe,

use the "Take" menu command; to put the artifact that is on your belt into the safe, select "Put" command.

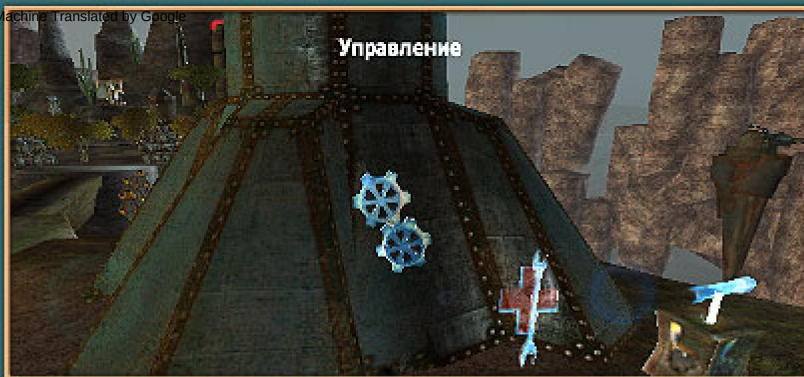


Attention: if there are no artifacts in the safe, the "Take" command will not be available. If the safe is completely filled with artifacts, The "Put" command will be unavailable.

Attention: we advise you to build a safe for artifacts on your island as quickly as possible - there is not much on your belt cells. And who knows how soon you will find yourself back on the Gray Market...

Buildings menu

To use a particular building and its functions, you need to bring up the building menu on the screen (bring up character close enough to the building and press select the **left mouse button** **left mouse**). Then using **.** To cancel **mice** Or **keys with** **arrows** desired function and press again **button** the operation, press **right mouse button**



Control: With this command you can “enter” the building. To some buildings (for example, to weapon towers) you can “enter” using the key (i.e. without using the building menu). To “exit” the building, press **Tab** mouse button

Repair: Allows you to repair a damaged building. We advise you to pay special attention to special buildings: for example, if the lighthouse is destroyed, you lose - your island will fly into a bottomless abyss. If the enemy succeeds destroy the observation tower, your island will stop and will not fly further until the tower is restored.

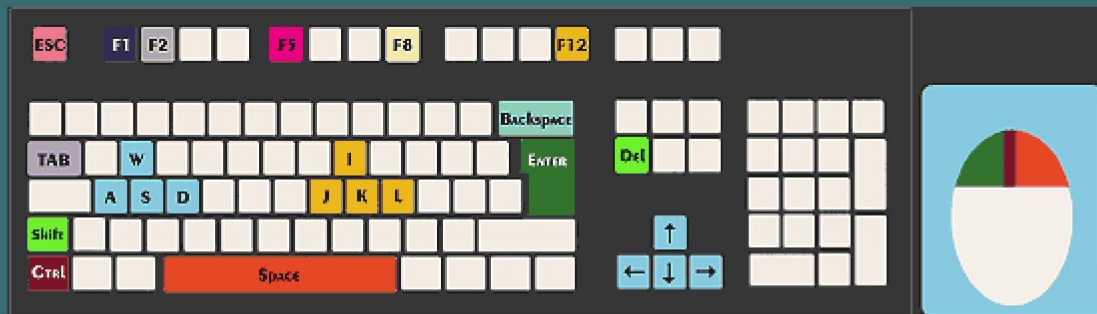
Turn off: some buildings (such as hangars) have a special “sleep” mode to save energy - because when The construction of aircraft consumes energy constantly. Using the sleep function, you can also turn off automatic weapon towers and hangars to sneak the island past enemy positions.

Enable: With this command you can reactivate dormant buildings. Their functions will be fully restored volume - for example, they will again react to enemy attacks, etc.

Destruction: This command allows you to demolish a building. It can be used to move buildings to other sites or clear a cell to construct a new building. At the site of the demolished building, his magical artifact remains. But be Be careful: red artifacts can only be used once. In this case, it is not possible to restore the demolished building

it will succeed.

right



Character movement: [W], [A], [S], [D], arrow keys and mouse movement **Temporary**

camera angle changes: [I], [J], [K], [L] **Artifacts and building**

menus (call/select): left mouse button, [Enter] **Jumping and jetpack:** right

mouse button, [Space] **Combat spells:** middle mouse button, [Left

Ctrl] **Drop artifact:** [Left Shift], [Del] **Quick control of**

buildings and planes: [Tab] **Firing cannons:**

left mouse button, [Left Ctrl] **Leave the building:** right

mouse button, [Esc] **Leave the plane:** middle mouse

button, [Esc] **Increase flight speed:** right mouse

button, [Space] **Switching angle in-flight cameras:**

[Backspace] **Cancel actions, skip videos:** [Esc] **Game menu:**

[F1] **View mission objectives:** [F2] **Quick save:** [F5] **Quick**

load: [F8] **Screenshot:** [F12]